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	PAT. NO.	Title
1	7,184,836	Implantable devices using rechargeable zero-volt technology lithium-ion batteries
2	7,183,774	Method of detecting partial discharges and diagnostic system for electrical apparatus
3	7,183,389	Monoclonal antibodies and cell surface antigens for the detection and treatment of small cell lung cancer (SCLC)
4	7,183,380	Human ataxin-1-like polypeptide IMX97018
5	7,183,379	Human leucine-rich repeat containing protein expressed predominately in small intestine, HLRRSI1
6	7,183,105	Eubacterial minicells and their use as vectors for nucleic acid delivery and expression
7	7,182,726	Brachytherapy device and method
8	7,181,438	Database access system
9	7,181,287	Implantable drug delivery device
10	7,181,022	Audio watermarking to convey auxiliary information, and media embodying same
11	7,181,017	System and method for secure three-party communications
12	7,177,691	Implantable pulse generators using rechargeable zero-volt technology lithium-ion batteries
13	7,177,674	Patient-specific parameter selection for neurological event detection
14	7,176,346	SLC19A2 amino acid transporter gene disruptions, and compositions and methods related thereto
15	7,175,988	Human G-protein Chemokine Receptor (CCR5) HDGNR10
16	7,174,561	MPEG dual-channel decoder data and control protocols for real-time video streaming
17	7,174,215	Method for determining stimulation parameters
18	7,174,206	Signal quality monitoring and control for a medical device system
19	7,173,032	Methods and compositions of novel triazine compounds
20	7,172,892	Nucleic acid molecules encoding serine protease CVSP14, the encoded polypeptides

and methods based thereon

21 7,171,161 System and method for classifying signals using timing templates, power templates and other techniques

22 7,171,016 Method for monitoring internet dissemination of image, video and/or audio files

23 7,170,404 Acoustic alert communication system with enhanced signal to noise capabilities

24 7,169,912 PRO1017 nucleic acids

25 7,169,785 Methods and compositions of novel triazine compounds

26 7,169,784 Medical devices employing triazine compounds and compositions thereof

27 7,169,384 Tumor suppressor CAR-1

28 7,167,844 Electronic menu document creator in a virtual financial environment

29 7,166,700 PRO703 Polypeptides

30 7,166,277 Remyelination of neurons using multipotent neural stem cell progeny

31 7,164,117 Vehicular restraint system control system and method using multiple optical imagers

32 7,164,055 HSPC150-like gene disruptions, compositions and methods related thereto

33 7,164,009 Pro9821 polypeptides

34 7,164,007 Anti-PR020044 antibodies

35 7,163,943 Methods and compositions of novel triazine compounds

36 7,163,797 50 human secreted proteins

37 7,160,720 CHAMP--a novel cardiac helicase-like factor

38 7,158,959 Automated web-based targeted advertising with quotas

39 7,156,665 Goal based educational system with support for dynamic tailored feedback

40 7,155,158 Method and apparatus for advanced leadership training simulation and gaming applications

41 7,153,943 Derivatives of growth hormone and related proteins, and methods of use thereof

42 7,153,678 Polynucleotides encoding the novel human phosphatase, RET31, and variants thereof

43 7,153,501 Hematopoietic stem cells and methods of treatment of neovascular eye diseases therewith

44 7,152,092 Creating chat rooms with multiple roles for multiple participants

45 7,150,715 Network enabled biofeedback administration

46 7,150,710 Therapeutic methods using electromagnetic radiation

47 7,149,576 Apparatus and method for defibrillation of a living subject

48 7,149,572 Phase shifting of neurological signals in a medical device system

49 7,148,797 Enhanced fire, safety, security and health monitoring and alarm response method, system and device

50 7,146,644 Data security system and method responsive to electronic attacks

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51	7,146,211	Signal quality monitoring and control for a medical device system
52	7,143,290	Trusted and secure techniques, systems and methods for item delivery and execution
53	7,143,075	Automated web-based targeted advertising with quotas
54	7,143,066	Systems and methods for matching, selecting, narrowcasting, and/or classifying based on rights management and/or other information
55	7,141,549	Proteins and nucleic acids encoding same
56	7,141,547	Albumin fusion proteins comprising GLP-1 polypeptides
57	7,141,381	Human leucine-rich repeat-containing proteins specifically expressed in the nervous system
58	7,140,044	Data security system and method for separation of user communities
59	7,138,511	Nucleic acids, kits and methods for the diagnosis, prognosis and treatment of glaucoma and related disorders
60	7,138,381	Compositions containing nucleic acids and ligands for therapeutic treatment
61	7,138,259	PDEs and uses thereof
62	7,137,069	Thematic response to a computer user's context, such as by a wearable personal computer
63	7,136,710	Ergonomic man-machine interface incorporating adaptive pattern recognition based control system
64	7,136,695	Patient-specific template development for neurological event detection
65	7,136,518	Methods and apparatus for displaying diagnostic data
66	7,135,549	Nucleic acid and corresponding protein entitled 184P1E2 useful in treatment and detection of cancer
67	7,135,334	PRO20044 nucleic acids

68 7,133,845 System and methods for secure transaction management and electronic rights protection

69 7,132,423 Methods and compositions of novel triazine compounds

70 7,132,283 PRO273 polypeptides

71 7,130,807 Technology sharing during demand and supply planning in a network-based supply chain environment

72 7,130,687 Implantable medical device and method for delivering therapy for sleep-disordered breathing

73 7,128,270 Scanning device for coded data

74 7,127,701 Computer processing and programming method using autonomous data handlers

75 7,127,623 Requirements for supplying power to a device

76 7,127,300 Method and apparatus for enabling data communication between an implantable medical device and a patient management system

77 7,125,706 Method for the production and purification of adenoviral vectors

78 7,125,703 Nucleic acid molecules encoding a transmembrane serine protease 7, the encoded polypeptides and methods based thereon

79 7,124,646 Correcting for two-phase flow in a digital flowmeter

80 7,124,302 Systems and methods for secure transaction management and electronic rights protection

81 7,124,101 Asset tracking in a network-based supply chain environment

82 7,123,954 Method for classifying and localizing heart arrhythmias

83 7,123,166 Method for managing a parking lot

84 7,122,375 PRO274 nucleic acids

85 7,122,345 Nucleic acid encoding a NOVX13 polypeptide

86 7,120,800 Systems and methods for secure transaction management and electronic rights protection

87 7,118,853 Methods of classifying, diagnosing, stratifying and treating cancer patients and their tumors

88 7,117,189 Simulation system for a simulation engine with a help website and processing engine

89 7,116,943 System and method for classifying signals occuring in a frequency band

90 7,116,781 Counteracting geometric distortions in watermarking

91 7,115,727 Nucleic acids and corresponding proteins entitled 282P1G3 useful in treatment and detection of cancer

92 7,115,417

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101	7,112,430	Nucleic acid molecules encoding a transmembrane serine protease 10, the encoded polypeptides and methods based thereon
102	7,111,938	Automatic lens design and manufacturing system
103	7,110,983	Methods for matching, selecting, narrowcasting, and/or classifying based on rights management and/or other information
104	7,108,972	Proteins, polynucleotides encoding them and methods of using the same
105	7,107,539	Thematic response to a computer user's context, such as by a wearable personal computer
106	7,107,322	Master operating software system
107	7,105,640	Anti-pro792 antibodies
108	7,105,496	Methods and compositions for inhibiting angiogenesis
109	7,105,333	Nucleic acid molecules encoding a transmembrane serine protease 9, the encoded polypeptides and methods based thereon
110	7,104,958	Systems and methods for investigating intracranial pressure
111	7,103,417	Adaptive place-pitch ranking procedure for optimizing performance of a multi-channel neural stimulator
112	7,103,197	Arrangement for embedding subliminal data in imaging
113	7,102,067	Using a system for prediction of musical preferences for the distribution of musical content over cellular networks
114	7,100,199	Systems and methods for secure transaction management and electronic rights protection
115	7,097,835	Immunoselective targeting agents and methods of use thereof
116	7,095,854	Systems and methods for secure transaction management and electronic rights

protection

117 7,094,572 Polynucleotide encoding a novel human G-protein coupled receptor variant of HM74, HGPRBMY74

118 7,092,914 Methods for matching, selecting, narrowcasting, and/or classifying based on rights management and/or other information

119 7,091,315 Protein HDPBQ71

120 7,090,976 Methods and compositions comprising Renilla GFP

121 7,089,241 Classifier tuning based on data similarities

122 7,089,222 Goal based system tailored to the characteristics of a particular user

123 7,087,008 Apparatus and methods for delivery of transcranial magnetic stimulation

124 7,086,350 Animal cage behavior system

125 7,085,683 Data processing and observation system

126 7,082,332 Sound processor for a cochlear implant

127 7,081,521 Anti-PRO788 antibodies

128 7,080,322 Thematic response to a computer user's context, such as by a wearable personal computer

129 7,079,977 Synchronization and calibration of clocks for a medical device and calibrated clock

130 7,078,186 Apoptosis related polynucleotides, polypeptides, and antibodies

131 7,076,737 Thematic response to a computer user's context, such as by a wearable personal computer

132 7,076,652 Systems and methods for secure transaction management and electronic rights protection

133 7,074,911 Endogenous granzyme B in non-immune cells

134 7,074,593 PRO 703 nucleic acids

135 7,072,886 Method and business process to maintain privacy in distributed recommendation systems

136 7,072,717 Multirate cochlear stimulation strategy and apparatus

137 7,069,451 Systems and methods for secure transaction management and electronic rights protection

138 7,069,234 Initiating an agreement in an e-commerce environment

139 7,067,636 Anti-pro 1017 antibodies

140 7,067,628 PRO788 polypeptides

141 7,067,130 Nucleic acid and corresponding protein entitled 161P2F10B useful in treatment and detection of cancer

142 7,066,891 Method and apparatus for gauging severity of myocardial ischemic episodes

143 7,066,173 Medical ventilator and method of controlling same

144 7,065,513 Simulation enabled feedback system

145 7,065,512 Dynamic toolbar in a tutorial system

146 7,065,409 Device communications of an implantable medical device and an external system

147 7,063,263 Consumer interactive shopping system

148 7,060,479 Full-length human cDNAs encoding potentially secreted proteins

149 7,060,275 Use of protein biomolecular targets in the treatment and visualization of brain tumors

150 7,060,031 Method and apparatus for remotely programming implantable medical devices

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IEEE CNF	IEEE Conference Proceeding
IET CNF	IET Conference Proceeding
IEEE STD	IEEE Standard

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1. **A study of real-time packet video quality using random neural networks**
 Mohamed, S.; Rubino, G.;
 Circuits and Systems for Video Technology, IEEE Transactions on
 Volume 12, Issue 12, Dec. 2002 Page(s):1071 - 1083
 Digital Object Identifier 10.1109/TCSVT.2002.806808
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1 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments
Additional presentations from the 24th course are available on the citation page
Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(5.07 MB) mov(68:6 MIN) Additional Information: full citation, abstract, references

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

2 Seeing, hearing, and touching: putting it all together
Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.64 MB) Additional Information: full citation

3 Full papers: Losers and finders: indexing audio-visual digital media
Mike Leggett
April 2005 **Proceedings of the 5th conference on Creativity & cognition C&C '05**
Publisher: ACM Press
Full text available: pdf(323.17 KB) Additional Information: full citation, abstract, references, index terms

The contemporary burgeoning usage of digital movies, photos, audio and text, their distribution through networks both electronic and physical will be considered in the context of a convergence of these media with a popular interest in personal and community history and identity.The paper introduces interdisciplinary research into human memory as a context for understanding its relation to machine memory and methods of storing and retrieval. It proposes an approach to indexing audio-visual media ...

Keywords: digital media, index, interactive, taxonomy

4 NewsComm: a hand-held interface for interactive access to structured audio

Deb K. Roy, Chris Schmandt
April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground CHI '96**
Publisher: ACM Press
Full text available: pdf(1.24 MB) html(36.39 KB) Additional Information: full citation, references, citings, index terms

Keywords: audio interfaces, hand-held computers, structured audio

5 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

6 Unconventional human computer interfaces

Steffi Beckhaus, Ernst Kruijff
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(2.89 MB) Additional Information: full citation, abstract

This course focuses on how we can use the potential of the human body in experimental or unconventional interface techniques. It explores the biological or physiological characteristics of the separate parts of the body, from head to toe, and from skin to heart, showing how their sensor (input) and control (output) capabilities can be applied to human computer interfaces. We demonstrate a wide variety of applications that make use proven interfaces as well as extremely experimental systems. Exam ...

7 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**
Publisher: ACM Press
Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

8 WIRE^3: Driving Around the Information Super-Highway

Stuart Goose, Safia Djennane
January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 3
Publisher: Springer-Verlag
Full text available: pdf(390.94 KB) Additional Information: full citation, abstract, citings, index terms

Interactive voice browsers offer an alternative paradigm that affords ubiquitous mobile access to the WWW using a wide range of consumer devices. This technology can facilitate a safe, "hands-free" browsing environment that is of importance both to car drivers and various mobile and technical professionals. This paper describes the challenges of

architecting an interactive voice browser that combines digital audio with the features of a speech synthesizer to make structural elements ...

9 Mobile entertainment: Unacceptability of instantaneous errors in mobile television: from annoying audio to video

Satu Jumisko-Pyykkö, Vinod Kumar M. V., Jari Korhonen

September 2006 **Proceedings of the 8th conference on Human-computer interaction with mobile devices and services MobileHCI '06**

Publisher: ACM Press

Full text available: pdf(292.29 KB) Additional Information: full citation, abstract, references, index terms

As in many digital telecommunications systems, the received data streams over Digital Video Broadcasting for Handhelds (DVB-H) may contain bursty transmission errors. The bursty error characteristics affect the end users' perceived audiovisual quality. This study examined the perceived unacceptability of instantaneous but noticeable audio, visual and audiovisual errors. The erroneous streams were generated from four popular television contents by applying three simulated error patterns with diff ...

Keywords: audio, audiovisual quality, perception, transmission errors, video

10 Visual speech analysis and synthesis with application to Mandarin speech training

Xiaodong Jiang, Yunlai Wang, Feiye Zhang

December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '99**

Publisher: ACM Press

Full text available: pdf(603.09 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a novel vision-based speech analysis system STODE which is used in spoken Chinese training of oral deaf children. Its design goal is to help oral deaf children overcome two major difficulties in speech learning: the confusion of intonations for spoken Chinese characters and timing errors within different words and characters. It integrates such capabilities as real-time lip tracking and feature extraction, multi-state lip modeling, Time-delay Neural Network (TDNN) for vi ...

Keywords: DTW, TDNN, visual speech analysis

11 A multimodal learning interface for grounding spoken language in sensory perceptions

Chen Yu, Dana H. Ballard

July 2004 **ACM Transactions on Applied Perception (TAP)**, Volume 1 Issue 1

Publisher: ACM Press

Full text available: pdf(1.73 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a multimodal interface that learns words from natural interactions with users. In light of studies of human language development, the learning system is trained in an unsupervised mode in which users perform everyday tasks while providing natural language descriptions of their behaviors. The system collects acoustic signals in concert with user-centric multisensory information from nonspeech modalities, such as user's perspective video, gaze positions, head directions, and hand moveme ...

Keywords: Multimodal learning, cognitive modeling, multimodal interaction

12 Posters and Short Papers: An integrated framework for face modeling, facial motion analysis and synthesis

Pengyu Hong, Zhen Wen, Thomas Huang

October 2001 **Proceedings of the ninth ACM international conference on Multimedia**

MULTIMEDIA '01
Publisher: ACM Press
Full text available: pdf(2.37 MB) Additional Information: full citation, abstract, references, index terms

This paper presents an integrated framework for face modeling, facial motion analysis and synthesis. This framework systematically addresses three closely related research issues: (1) selecting a quantitative visual representation for face modeling and face animation; (2) automatic facial motion analysis based on the same visual representation; and (3) speech to facial coarticulation modeling. The framework provides a guideline for methodically building a face modeling and animation system. The ...

Keywords: face animation, face modeling, facial motion analysis, iFACE, speech to facial coarticulation modeling

13 Special session 2: multimedia information retrieval: challenges and real-world applications: Extracting information from multimedia meeting collections
Daniel Gatica-Perez, Dong Zhang, Samy Bengio
November 2005 **Proceedings of the 7th ACM SIGMM international workshop on Multimedia information retrieval MIR '05**
Publisher: ACM Press
Full text available: pdf(269.20 KB) Additional Information: full citation, abstract, references, index terms

Multimedia meeting collections, composed of unedited audio and video streams, handwritten notes, slides, and electronic documents that jointly constitute a raw record of complex human interaction processes in the workplace, have attracted interest due to the increasing feasibility of recording them in large quantities, by the opportunities for information access and retrieval applications derived from the automatic extraction of relevant meeting information, and by the challenges that the extrac ...

Keywords: graphical models, human interaction modeling, meeting, semantic

14 High dynamic range imaging
Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

15 Automatic summarization of voicemail messages using lexical and prosodic features
Konstantinos Koumpis, Steve Renals
February 2005 **ACM Transactions on Speech and Language Processing (TSLP)**, Volume 2 Issue 1
Publisher: ACM Press
Full text available: pdf(942.94 KB) Additional Information: full citation, abstract, references, index terms

This aticle presents trainable methods for extracting principal content words from voicemail messages. The short text summaries generated are suitable for mobile messaging applications. The system uses a set of classifiers to identify the summary words with each word described by a vector of lexical and prosodic features. We use an ROC-based algorithm, Parcel, to select input features (and classifiers). We have performed a series of objective and subjective evaluations using unseen data from two ...

Keywords: Voicemail, automatic summarization, feature subset selection, prosody,

receiver operating characteristic, short message service

16 Poster 3: content track: Evaluation of subjective video quality of mobile devices

Satu Jumisko-Pyykkö, Jukka Häkkinen
November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**
Publisher: ACM Press
Full text available: pdf(201.21 KB) Additional Information: full citation, abstract, references, index terms

Subjectively perceived video quality is a critical factor when adopting new mobile video applications. When video is used in mobile networks the most important requirements are related to low bitrates, framerates and the screen size of mobile device. In two tests we investigated the effects of codecs and combinations of audio and video streams with low bitrates and different contents on the perceived video quality of mobile devices. The first test showed that the codec H.264 produced the most sa ...

Keywords: audiovisual quality, bitrate, framerate, mobile device, picture ratio, quality, subjective evaluation, video

17 Research directions in virtual environments: report of an NSF Invitational Workshop, March 23-24, 1992, University of North Carolina at Chapel Hill

Gary Bishop, Henry Fuchs
August 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 3
Publisher: ACM Press
Full text available: pdf(2.33 MB) Additional Information: full citation, citings, index terms

18 Speech and gaze: A multimodal learning interface for grounding spoken language in sensory perceptions

Chen Yu, Dana H. Ballard
November 2003 **Proceedings of the 5th international conference on Multimodal interfaces ICMI '03**
Publisher: ACM Press
Full text available: pdf(849.56 KB) Additional Information: full citation, abstract, references, citings, index terms

Most speech interfaces are based on natural language processing techniques that use pre-defined symbolic representations of word meanings and process only linguistic information. To understand and use language like their human counterparts in multimodal human-computer interaction, computers need to acquire spoken language and map it to other sensory perceptions. This paper presents a multimodal interface that learns to associate spoken language with perceptual features by being situated in users ...

Keywords: language acquisition, machine learning, multimodal integration

19 Vision: a digital video library

Wei Li, Susan Gauch, John Gauch, Kok Meng Pua
April 1996 **Proceedings of the first ACM international conference on Digital libraries DL '96**
Publisher: ACM Press
Full text available: pdf(1.43 MB) Additional Information: full citation, references, citings, index terms

Keywords: content-based indexing and retrieving, digital libraries, video and audio processing

20 The Ambient Horn: designing a novel audio-based learning experience
Cliff Randell, Sara Price, Yvonne Rogers, Eric Harris, Geraldine Fitzpatrick
July 2004 **Personal and Ubiquitous Computing**, Volume 8 Issue 3-4
Publisher: Springer-Verlag
Full text available: pdf(294.28 KB) Additional Information: full citation, abstract, citings, index terms

The Ambient Horn is a novel handheld device designed to support children learning about habitat distributions and interdependencies in an outdoor woodland environment. The horn was designed to emit non-speech audio sounds representing ecological processes. Both symbolic and arbitrary mappings were used to represent the processes. The sounds are triggered in response to the children's location in certain parts of the woodland. A main objective was to provoke children into interpreting and r ...

Keywords: Audio-based learning, Augmented reality, Mobile learning, Pervasive computing

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21 Brave new topics session 2 - multimedia signal processing and systems in healthcare and life science: Multimedia signal processing for behavioral quantification in neuroscience

Peter Andrews, Haibin Wang, Dan Valente, Jihène Serkhane, Partha P. Mitra, Sigal Saar, Ofer Tchernichovski, Ilan Golani

October 2006 **Proceedings of the 14th annual ACM international conference on Multimedia MULTIMEDIA '06**

Publisher: ACM Press

Full text available: pdf(1.13 MB) Additional Information: full citation, abstract, references, index terms

While there have been great advances in quantification of the genotype of organisms, including full genomes for many species, the quantification of phenotype is at a comparatively primitive stage. Part of the reason is technical difficulty: the phenotype covers a wide range of characteristics, ranging from static morphological features, to dynamic behavior. The latter poses challenges that are in the area of multimedia signal processing. Automated analysis of video and audio recordings of animal ...

Keywords: audio, behavior, birdsong, human, infant, locomotion, mouse, multimedia, neuroscience, phenotype, signal processing, video, vocal development, zebra finch

22 Visual tracking for multimodal human computer interaction

Jie Yang, Rainer Stiefelhagen, Uwe Meier, Alex Waibel

January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '98**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(1.05 MB) Additional Information: full citation, references, citings, index terms

Keywords: face tracking, gaze tracking, lip-reading, multimodal human computer interaction, skin-color modeling, sound localization, visual tracking

23 A Semantic Web ontology for context-based classification and retrieval of music resources

Alfio Ferrara, Luca A. Ludovico, Stefano Montanelli, Silvana Castano, Goffredo Haus

August 2006 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 2 Issue 3

Publisher: ACM Press

Full text available: pdf(587.89 KB) Additional Information: full citation, abstract, references, index terms

In this article, we describe the MX-Onto ontology for providing a Semantic Web compatible representation of music resources based on their context. The context representation is realized by means of an OWL ontology that describes music information and that defines rules and classes for a flexible genre classification. By flexible classification we mean that the proposed approach enables capturing the subjective interpretation of music genres by defining multiple membership relations between a mu ...

Keywords: Music classification, music retrieval, ontology-based music representation

24 Oral presentation session 1: Teaching with an intelligent electronic chalkboard

Gerald Friedland, Lars Knipping, Raúl Rojas, Ernesto Tapia
October 2004 **Proceedings of the 2004 ACM SIGMM workshop on Effective telepresence ETP '04**
Publisher: ACM Press

Full text available: pdf(582.40 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents E-Chalk, a software system which transforms a large touch sensitive screen into a smart teaching tool. The instructor writes on the screen using a special stylus and the software emulates a classical chalkboard. The lecturer can paste images to the board, can send queries to remote web services, can activate a computer algebra system, and can paste interactive Java Applets on the board. A copy of the lecture's audio, the board strokes (and an optional video) is stored on a ...

Keywords: digital ink, distance learning, handwriting recognition, intelligent agents, multimedia educational system, presentation, telepresence

25 Meeting experience: Augmented collaborative spaces

Gopal Pingali, Noi Sukaviriya
November 2003 **Proceedings of the 2003 ACM SIGMM workshop on Experiential telepresence ETP '03**
Publisher: ACM Press

Full text available: pdf(651.22 KB) Additional Information: full citation, abstract, references, citings, index terms

As collaborative environments evolve beyond the desktop, we see the emergence of a new class of augmented collaborative spaces that employ various devices and technologies to merge electronic information with physical space to support collaboration, both local and remote. To be effective, such spaces should give people the flexibility to combine their individual resources with the resources available in the space, while presenting appropriate information, taking into account the larger process w ...

Keywords: action capture, business process modeling, conferencing, context modeling, interaction, interfaces, meetings, pervasive systems, presentation systems, ubiquitous computing

26 Searching in metric spaces

Edgar Chávez, Gonzalo Navarro, Ricardo Baeza-Yates, José Luis Marroquín
September 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 3
Publisher: ACM Press

Full text available: pdf(916.04 KB) Additional Information: full citation, abstract, references, citings, index terms

The problem of searching the elements of a set that are close to a given query element under some similarity criterion has a vast number of applications in many branches of computer science, from pattern recognition to textual and multimedia information retrieval. We are interested in the rather general case where the similarity criterion defines a metric space, instead of the more restricted case of a vector space. Many solutions have

been proposed in different areas, in many cases without cros ...

Keywords: Curse of dimensionality, nearest neighbors, similarity searching, vector spaces

27 Eye gaze and multimodal integration patterns: Effects of task properties, partner actions, and message content on eye gaze patterns in a collaborative task

Jiazhi Ou, Lui Min Oh, Jie Yang, Susan R. Fussell

April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '05**

Publisher: ACM Press

Full text available: pdf(1.02 MB) Additional Information: full citation, abstract, references, citings, index terms

Helpers providing guidance for collaborative physical tasks shift their gaze between the workspace, supply area, and instructions. Understanding when and why helpers gaze at each area is important both for a theoretical understanding of collaboration on physical tasks and for the design of automated video systems for remote collaboration. In a laboratory experiment using a collaborative puzzle task, we recorded helpers' gaze while manipulating task complexity and piece differentiability. Helpers ...

Keywords: collaborative work, computer-supported, conversational analysis, empirical studies, eye-tracking, gesture, video conferencing, video mediated communication

28 Special issue on independent components analysis: ICA for watermarking digital images

Stéphane Bounkong, Borémi Toch, David Saad, David Lowe

December 2003 **The Journal of Machine Learning Research**, Volume 4

Publisher: MIT Press

Full text available: pdf(554.76 KB) Additional Information: full citation, abstract, citings, index terms

We present a domain-independent ICA-based approach to watermarking. This approach can be used on images, music or video to embed either a robust or fragile watermark.In the case of robust watermarking, the method shows high information rate and robustness against malicious and non-malicious attacks, while keeping a low induced distortion. The fragile watermarking scheme, on the other hand, shows high sensitivity to tampering attempts while keeping the requirement for high information rate and lo ...

29 Audio-visual speech recognition using red exclusion and neural networks

Trent W. Lewis, David M. W. Powers

January 2002 **Australian Computer Science Communications , Proceedings of the twenty-fifth Australasian conference on Computer science - Volume 4 ACSC '02**, Volume 24 Issue 1

Publisher: Australian Computer Society, Inc., IEEE Computer Society Press

Full text available: pdf(984.26 KB) Additional Information: full citation, abstract, references, index terms

Automatic speech recognition (ASR) performs well under restricted conditions, but performance degrades in noisy environments. Audio-Visual Speech Recognition (AVSR) combats this by incorporating a visual signal into the recognition. This paper briefly reviews the contribution of psycholinguistics to this endeavour and the recent advances in machine AVSR. An important first step in AVSR is that of feature extraction from the mouth region and a technique developed by the authors is breifly present ...

Keywords: audio-visual speech recogition, neural networks, sensor fusion

30 Video cataloguing and browsing

Jeff E. Tandianus, Andrias Chandra, Jesse S. Jin

May 2001 **Proceedings of the Pan-Sydney area workshop on Visual information processing - Volume 11 VIP '01**
Publisher: Australian Computer Society, Inc.
Full text available: pdf(304.42 KB) Additional Information: full citation, abstract, references, citings, index terms

Videos contain rich information. Until recently, information within a video had been largely left under-utilized, with fast forward/rewind as the most popular method of accessing video content. This is no longer sufficient however, as more and more users demanded the flexibility and ability to access video content selectively. Unlike textual information however, video bits do not convey same level of meaning as text do. Therefore, we have to use metadata to describe the structured information wi ...

Keywords: content-based video access, video cataloguing, visual feature extraction

31 In-network processing: Capturing high-frequency phenomena using a bandwidth-limited sensor network
Ben Greenstein, Christopher Mar, Alex Pesterev, Shahin Farshchi, Eddie Kohler, Jack Judy, Deborah Estrin
October 2006 **Proceedings of the 4th international conference on Embedded networked sensor systems SenSys '06**
Publisher: ACM Press
Full text available: pdf(853.96 KB) Additional Information: full citation, abstract, references, index terms

Small-form-factor, low-power wireless sensors-motes-are convenient to deploy, but lack the bandwidth to capture and transmit raw high-frequency data, such as human voices or neural signals, in real time. Local filtering can help, but we show that the right filter settings depend on changing ambient conditions and network effects such as congestion, which makes them dynamic and unpredictable. Mote collection systems for high-frequency data must support iteratively-tuned, deployment-specific filte ...

Keywords: acoustics, health monitoring, motes, sensor networks, signal processing frameworks

32 A video retrieval and sequencing system
Tat-Seng Chua, Li-Qun Ruan
October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4
Publisher: ACM Press
Full text available: pdf(3.20 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Video is an effective medium for capturing the events in the real world around us, and a vast amount of video materials exists, covering a wide range of applications. However, widespread use of video in computer applications is often impeded by the lack of effective tools to manage video information systematically. This article discusses the design and implementation of a frame-based video retrieval and sequencing system (VRSS). The system is designed to support the entire process of video ...

Keywords: cinematic rules, frame-based modeling, multimedia, video retrieval, virtual editing

33 IS '97: model curriculum and guidelines for undergraduate degree programs in information systems
Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert E. Longenecker
December 1996 **ACM SIGMIS Database , Guidelines for undergraduate degree programs on Model curriculum and guidelines for undergraduate degree programs in information systems IS '97**, Volume 28 Issue 1

Publisher: ACM Press
Full text available: pdf(7.24 MB) Additional Information: full citation, citings

34 *iWeaver*: towards 'learning style'-based e-learning in computer science education
Christian Wolf
January 2003 **Proceedings of the fifth Australasian conference on Computing education - Volume 20 ACE '03**
Publisher: Australian Computer Society, Inc.
Full text available: pdf(265.11 KB) Additional Information: full citation, abstract, references, index terms

Although learning style theory is widely accepted amongst educational theorists in the context of traditional classroom environments, there is still little research on the adaptation to individual styles in an e-learning environment. In particular the possibility of fluctuations in a learning style with changing tasks or content has not yet been addressed. The described PhD project named *iWeaver* was designed to provide a flexible, yet manageable environment for the learner by implementing ...

Keywords: adaptive hypermedia, adaptive learning, e-learning, individual learning styles, learner modelling, learner-centred design, multimedia learning, user modelling

35 Stimulus tracking in functional magnetic resonance imaging (fMRI)
James Ford, Fillia Makedon, Charles Owen, Sterling Johnson, Andrew J. Saykin
September 1998 **Proceedings of the sixth ACM international conference on Multimedia MULTIMEDIA '98**
Publisher: ACM Press
Full text available: pdf(1.17 MB) Additional Information: full citation, references, index terms

Keywords: fMRI, multimedia analysis tools

36 The design of a handheld, location-aware guide for indoor environments
Carmine Ciavarella, Fabio Paternò
May 2004 **Personal and Ubiquitous Computing**, Volume 8 Issue 2
Publisher: Springer-Verlag
Full text available: pdf(442.86 KB) Additional Information: full citation, abstract, citings, index terms, review

Because of the growing spread of mobile and small devices (like PDAs, mobile phones, etc.), designers and developers of interactive systems have to consider user mobility and the dynamic context of use. In this paper we discuss the design criteria we have defined for developing handheld location-aware systems for indoor environments. We analyse some of the technologies currently available for this purpose and examine how to use them in order to obtain location-dependent information. We report on ...

Keywords: Design criteria, Handheld interactive systems, Indoor intelligent ambient, Location-aware guide

37 Voice puppetry
Matthew Brand
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques SIGGRAPH '99**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(1.82 MB) Additional Information: full citation, references, citings, index terms

Keywords: computer vision and audition, control, facial animation, learning, lip-syncing

38 Video and multimedia digital libraries: A multilingual, multimodal digital video library system

Michael R. Lyu, Edward Yau, Sam Sze

July 2002 **Proceedings of the 2nd ACM/IEEE-CS joint conference on Digital libraries JCDL '02**

Publisher: ACM Press

Full text available: pdf(440.24 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents the iVIEW system, a multi-lingual, multi-modal digital video content management system for intelligent searching and access of English and Chinese video contents. iVIEW allows full content indexing, searching and retrieval of multi-lingual text, audio and video material. It consists image processing techniques for scenes and scene changes analyses, speech processing techniques for audio signal transcriptions, and multi-lingual natural language processing techniques for word r ...

Keywords: applications, browser on mobile devices, middleware and browser interactions, multi-modal interactions, multimedia management and support

39 Multi-document summarization by visualizing topical content

Rie Kubota Ando, Branimir K. Boguraev, Roy J. Byrd, Mary S. Neff

April 2000 **NAACL-ANLP 2000 Workshop on Automatic summarization - Volume 4**

Publisher: Association for Computational Linguistics

Full text available: pdf(1.66 MB) Additional Information: full citation, abstract, references, citings

This paper describes a framework for multi-document summarization which combines three premises: coherent themes can be identified reliably; highly representative themes, running across subsets of the document collection, can function as multi-document summary surrogates; and effective end-use of such themes should be facilitated by a visualization environment which clarifies the relationship between themes and documents. We present algorithms that formalize our framework, describe an implementa ...

40 Low-cost audio/visual presentation enabler

Robert A. Pascoe

November 1992 **Proceedings of the 10th annual international conference on Systems documentation SIGDOC '92**

Publisher: ACM Press

Full text available: pdf(497.43 KB) Additional Information: full citation, index terms

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41 Real-time video content analysis: QoS-aware application composition and parallel processing
Viktor S. Wold Eide, Ole-Christoffer Granmo, Frank Eliassen, Jørgen Andreas Michaelsen
May 2006 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 2 Issue 2
Publisher: ACM Press
Full text available: pdf(393.86 KB) Additional Information: full citation, abstract, references, index terms

Real-Time content-based access to live video data requires content analysis applications that are able to process video streams in real-time and with an acceptable error rate. Statements such as this express quality of service (QoS) requirements. In general, control of the QoS provided can be achieved by sacrificing application quality in one QoS dimension for better quality in another, or by controlling the allocation of processing resources to the application. However, controlling QoS in video ...

Keywords: QoS and resource management, Real-Time video content analysis, event-based communication, parallel processing, publish/subscribe, task graph scheduling

42 Technical and art demonstrations session 2: GURU: a multimedia distance-learning framework for users with disabilities
Vidhya Balasubramanian, Nalini Venkatasubramanian
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia MULTIMEDIA '04**
Publisher: ACM Press
Full text available: pdf(588.66 KB) Additional Information: full citation, abstract, references, index terms

GURU is a distance-learning environment that renders multimedia information to users with disabilities in an accessible manner. It is an implementation framework developed as part of an effort to provide accessible multimedia information to end users with perceptual (visual and auditory), cognitive or motor impairments. GURU is based on the MPEG-4 standard, and it modifies MP4 content and the presentation of the different objects in the scene dynamically based on users' visual, auditory and m ...

Keywords: MPEG-4, accessibility, adaptation, distance-learning, multimedia

43 Brave new topics 2: affective multimodal human-computer interaction: Affective multimodal human-computer interaction
Maja Pantic, Nicu Sebe, Jeffrey F. Cohn, Thomas Huang
November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press
Full text available: pdf(252.57 KB) Additional Information: full citation, abstract, references, index terms

Social and emotional intelligence are aspects of human intelligence that have been argued to be better predictors than IQ for measuring aspects of success in life, especially in social interactions, learning, and adapting to what is important. When it comes to machines, not all of them will need such skills. Yet to have machines like computers, broadcast systems, and cars, capable of adapting to their users and of anticipating their wishes, endowing them with the ability to recognize user's affe ...

Keywords: affective computing, multimodal human-computer interaction

44 Attention and integration: Providing the basis for human-robot-interaction: a multi-modal attention system for a mobile robot
Sebastian Lang, Marcus Kleinehagenbrock, Sascha Hohenner, Jannik Fritsch, Gernot A. Fink, Gerhard Sagerer
November 2003 **Proceedings of the 5th international conference on Multimodal interfaces ICMI '03**
Publisher: ACM Press
Full text available: pdf(189.27 KB) Additional Information: full citation, abstract, references, citings, index terms

In order to enable the widespread use of robots in home and office environments, systems with natural interaction capabilities have to be developed. A prerequisite for natural interaction is the robot's ability to automatically recognize when and how long a person's attention is directed towards it for communication. As in open environments several persons can be present simultaneously, the detection of the communication partner is of particular importance. In this paper we present an attention ...

Keywords: attention, human-robot-interaction, multi-modal person tracking

45 Strategic directions in electronic commerce and digital libraries: towards a digital agora
Nabil Adam, Yelena Yesha
December 1996 **ACM Computing Surveys (CSUR)**, Volume 28 Issue 4
Publisher: ACM Press
Full text available: pdf(244.34 KB) Additional Information: full citation, references, citings, index terms

46 Distance education: A perspective on fulfilling the expectations of distance education
Mariana Hentea, Mary Jo Shea, Lisa Pennington
October 2003 **Proceedings of the 4th conference on Information technology curriculum CITC4 '03**
Publisher: ACM Press
Full text available: pdf(254.59 KB) Additional Information: full citation, abstract, references, index terms

This paper discusses current and future expectations of distance education, as well as methods of achieving these goals. Distance education offers freedom from space and time constraints, increased interactivity, improved delivery of multimedia, broadened curricula, and personalized learning. However, not all distance education programs achieve these expectations. Lack of staff training and support, inadequate course design, lack of software, improper use of emerging technologies, inappropriate ...

Keywords: artificial intelligence, distance learning, hybrid learning

47 Sensor fusion weighting measures in Audio-Visual Speech Recognition
Trent W. Lewis, David M. W. Powers

January 2004 **Proceedings of the 27th Australasian conference on Computer science - Volume 26 ACSC '04**
Publisher: Australian Computer Society, Inc.
Full text available: pdf(768.52 KB) Additional Information: full citation, abstract, references, index terms

Audio-Visual Speech Recognition (AVSR) uses vision to enhance speech recognition but also introduces the problem of how to join (or fuse) these two signals together. Mainstream research achieves this using a weighted product of the output of the phoneme classifiers for both modalities. This paper analyses current weighting measures and compares them to several new measures proposed by the authors. Most importantly, when calculating the dispersion of the output there is a shift from analysing the ...

Keywords: neural networks, sensor fusion, speech recognition

48 Bibliography of recent publications on computer communication
Martha Steenstrup
January 1998 **ACM SIGCOMM Computer Communication Review**, Volume 28 Issue 1
Publisher: ACM Press
Full text available: pdf(2.02 MB) Additional Information: full citation, abstract, index terms

The quantitative results presented in our SIGCOMM '97 paper [1] include numerous minor errors. These errors were caused by programming bugs that led to faulty analyses and simulations, and by inaccurate transcriptions during the preparation of the paper. Here we present corrected figures and tables, as well as corrections to values that appeared in the text of the original paper. The effect of correcting the errors is to reduce the differences between the results based on the proxy trace and tho ...

49 Multimedia, network protocols and users—bridging the gap
G. Ghinea, J. P. Thomas, R. S. Fish
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1) MULTIMEDIA '99**
Publisher: ACM Press
Full text available: pdf(621.30 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we present the case for using specifically configured protocol stacks geared towards human requirements in the delivery of distributed multimedia. We define Quality of Perception (QoP) as representing the user side of the more technical and traditional Quality of Service (QoS). QoP is a term which encompasses not only a user's satisfaction with the quality of multimedia presentations, but also his/her ability to analyse, synthesise and assimilate the informati ...

Keywords: QoP, QoS, perception, protocol adaptation

50 The Well Mannered Wearable Computer
Cliff Randell, Henk L. Muller
January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 1
Publisher: Springer-Verlag
Full text available: pdf(193.72 KB) Additional Information: full citation, abstract, citings, index terms

In this paper we describe continuing work being carried out as part of the Bristol Wearable Computing Initiative. We are interested in the use of context sensors to improve the usefulness of wearable computers. A *CyberJacket* incorporating a Tourist Guide application has been built, and we have experimented with location and movement sensing devices to improve its performance. In particular, we have researched processing techniques for data from accelerometers which enable the wearable com ...

51 Head pointing and speech control as a hands-free interface to desktop computing
Rainer Malkewitz

January 1998 **Proceedings of the third international ACM conference on Assistive technologies Assets '98**
Publisher: ACM Press
Full text available: txt(27.65 KB) Additional Information: full citation, references, citings, index terms

Keywords: disabled users, head gestures, pointing device, speech input

52 A measurement-based admission control algorithm for integrated service packet networks
Sugih Jamin, Peter B. Danzig, Scott J. Shenker, Lixia Zhang
February 1997 **IEEE/ACM Transactions on Networking (TON)**, Volume 5 Issue 1
Publisher: IEEE Press
Full text available: pdf(284.33 KB) Additional Information: full citation, references, citings, index terms

Keywords: predictive service, quality-ofservice guarantee, real-time traffic

53 A generic direct-manipulation 3D-auditory environment for hierarchical navigation in non-visual interaction
Anthony Savidis, Constantine Stephanidis, Andreas Korte, Kai Crispien, Klaus Fellbaum
April 1996 **Proceedings of the second annual ACM conference on Assistive technologies Assets '96**
Publisher: ACM Press
Full text available: pdf(788.61 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D-audio, auditory interfaces, non-visual interaction, re-usability, toolkits

54 BrightBoard: a video-augmented environment
Quentin Stafford-Fraser, Peter Robinson
April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground CHI '96**
Publisher: ACM Press
Full text available: pdf(1.51 MB) html(45.56 KB) Additional Information: full citation, references, citings, index terms

Keywords: augmented reality, image processing, machine vision, pattern recognition, ubiquitous computing

55 Combining audio/visual and computing support
Mat Felthousen
November 2005 **Proceedings of the 33rd annual ACM SIGUCCS conference on User services SIGUCCS '05**
Publisher: ACM Press
Full text available: pdf(230.09 KB) Additional Information: full citation, abstract, index terms

In July of 1999, Academic Technology Services (ATS) was given a mandate to undertake class-related technology support for faculty in approximately 80 traditional classrooms, a service previously provided by a group responsible for campus audio/visual support. This resulted from faculty making greater use of electronic resources, and finding a disconnect between their curricular development and the capabilities of the existing classroom

audio/visual support group. When Academic Technology Service ...

Keywords: AV equipment, budgeting, computer labs, design, reliability, standardization

56 Mobility management in web based systems: Towards user-friendly mobile browsing

Timo Lehtonen, Said Benamar, Vesa Laamanen, Ilkka Luoma, Olli Ruotsalainen, Jaakko Salonen, Tommi MikkonenP

October 2006 **Proceedings of the 2nd international workshop on Advanced architectures and algorithms for internet delivery and applications AAA-IDEA '06**

Publisher: ACM Press

Full text available: pdf(159.94 KB) Additional Information: full citation, abstract, references, index terms

User experience of Web browsing on a mobile device is affected by low bandwidth, low CPU performance and small screen. This is not an essential technical restriction, as some help can be provided by running the browser engine on the server side instead of the mobile client. The approach of Tut-Mobi system introduced in this paper is such that the server side component residing in the fixed network processes the page to a format that consists of page miniature and page element data. Using this me ...

Keywords: content adaption, human computer interaction, mobile web browsing

57 Systems and interfaces: Audio brush: a tool for computer-assisted smart audio editing

C. G. v. d. Boogaart, R. Lienhart

October 2006 **Proceedings of the 1st ACM workshop on Audio and music computing multimedia AMCMM '06**

Publisher: ACM Press

Full text available: pdf(502.76 KB) Additional Information: full citation, abstract, references, index terms

Starting with a novel audio analysis and editing paradigm, a set of new and adaptive audio analysis and editing algorithms in the spectrogram are developed and integrated into a smart visual audio editing tool in a "what you see is what you hear" style. At the core of our algorithms and methods is a very?exible audio spectrogram that goes beyond FFT and Wavelets and supports manipulating a signal at any chosen time-frequency resolution:the Gabor analysis and synthesis. It gives maximum accuracy ...

Keywords: audio fingerprinting, audio objects, gabor analysis, visual audio editing

58 A computer animation representing the molecular events of G protein-coupled receptor activation (case study)

Zoya Maslak, Douglas J. Steel, Robert J. McDermott

October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years VIS '99**

Publisher: IEEE Computer Society Press

Full text available: pdf(2.42 MB) Additional Information: full citation, abstract, references, index terms

The molecular events involved in the activation of G protein-coupled receptors, represent a fundamental biochemical process. These events were selected for animation because the mechanism involves both a ligand-receptor conformational shape change, and an enzyme-substrate conformational shape change. Expository animation brought this biochemical process to life.

59 Video Rewrite: driving visual speech with audio

Christoph Bregler, Michele Covell, Malcolm Slaney

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques SIGGRAPH '97**

Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(179.44 KB) Additional Information: full citation, references, citings, index terms

Keywords: facial animation, lip sync

60 Systems session 1: streaming: Tavarua: video streaming with WWAN striping

Asfandyar Qureshi, Jennifer Carlisle, John Guttag
October 2006 **Proceedings of the 14th annual ACM international conference on Multimedia MULTIMEDIA '06**
Publisher: ACM Press
Full text available: pdf(591.27 KB) Additional Information: full citation, abstract, references, index terms

Tavarua is a multimedia streaming system that leverages network-striping to deliver relatively high bit rate video over present-day cellular wireless wide-area networks. The Tavarua system achieves this by building on our previously developed flexible network-striping middleware. This paper describes a motivating mobile telemedicine application, and the design of the Tavarua system. It also describes experiments in which our initial Tavarua implementation was used to stripe video over multiple 3 ...

Keywords: mobile systems, network striping, telemedicine, video streaming, wireless wide-area networks

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